

WHAT IS CLAIMED IS:

1. A method allowing transfer of an addressed message with associated continuous media content from a sender to a receiver, comprising:

5 accepting, from the sender, the associated continuous media at a server;

storing the associated continuous media at the server;

providing a reference of said stored associated continuous media content for inclusion in said addressed message;

10 sending the addressed message from the sender to the receiver;

registering a request from said receiver to access said stored associated continuous media content; and

streaming said stored associated continuous media content to said receiver.

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2. The method according to claim 1, further comprising:

publishing said stored associated continuous media content as a web page.

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3. The method according to claim 1 wherein said accepting comprises receiving prerecorded continuous media content from said sender.

4. The method according to claim 1 wherein said accepting comprises receiving streaming content from said sender.

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5. The method according to claim 1 wherein said streaming further comprises:

determining a desirable format for transmitting said stored associated continuous media content to the receiver; and
streaming said stored associated continuous media content to said receiver in said desired format.

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6. The method according to claim 5 wherein said determining comprises:
detecting from said request a presentation device of said receiver.

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7. The method according to claim 5 wherein said determining comprises:
determining an available bandwidth for transmitting to said receiver.

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8. The method according to claim 1 further comprising:
receiving at said server an indication from said receiver to delete said stored associated continuous media content message without delivering said stored associated continuous media content.

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9. The method according to claim 1 further comprising:
receiving at said server an indication from said sender to delete said stored associated continuous media content without delivering said stored associated continuous media content.

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10. The method according to claim 1, further comprising:
at said server, establishing an expiration time for said stored associated continuous media content; and
deleting said stored associated continuous media content after the expiration of said expiration time.

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11. The method according to claim 10, further comprising:
prior to deleting said stored associated continuous media content,
forwarding a non-streamed version of said stored content to said receiver.

5 12. The method according to claim 10, further comprising:
upon expiration of said stored associated continuous media
content, sending a deletion notice to said sender.

10 13. The method according to claim 10, further comprising:
upon expiration of said stored associated continuous media
content, sending a deletion notice to said receiver.

15 14. The method according to claim 1, wherein said method
enables messaging between senders and receivers with limited pre-installed
messaging hardware.

20 15. The method according to claim 1 further comprising:
determining when a receiving system is idle; and
transmitting an unrequested continuous media message when said
receiving system is idle.

16. A method allowing a user to create and publish a
multimedia message comprising:
providing a set of guided control options allowing a user to
25 configure settings for one or more of a plurality of supported applications;
allowing a user to indicate a desired application; and
utilizing said desired application for a process comprising:
capturing of a multimedia message from the user;
storing said multimedia message;
30 allowing the user to enter e-mail text to create a text
portion of the message; and

attaching an access for said multimedia message to said e-mail text.

17. The method of claim 16, wherein said plurality of
5 supported applications include video mail and video phone.

18. The method according to claim 16, wherein said storing
comprises locally storing multimedia content.

10 19. The method according to claim 16, wherein said storing
comprises streaming said multimedia content to a remote server for storage.

20. The method according to claim 16, further comprising:
providing a screen saver mode that accepts transmission of
15 unrequested continuous media when a system is idle for a predetermined period
of time.

21. The method according to claim 16 further comprising:
publishing said multimedia content to a web server.

20 22. A method allowing a user to access multimedia messages
comprising:

providing a set of guided control options allowing a user to
configure settings for one or more of a plurality of supported applications;

25 allowing the user to indicate a desired application;

utilizing said desired application for a process comprising:

providing an interface allowing a user to available media
objects browse with the desired application; and

using a universal audio/video rendering manager to render the data to one or more of a plurality of output devices.

23. The method of claim 22, wherein said plurality of supported applications include video mail and video phone.

24. The method of claim 22, wherein said plurality of output devices include graphical and sound output devices.

25. The method according to claim 22 wherein one or more of said available media objects are stored on a remote server.

26. The method according to claim 25 wherein a request to access one of said remotely stored media object is automatically generated when the user opens an e-mail.

27. The method according to claim 22, wherein said interface is a standard e-mail access interface and a request to access a remote streaming media object is automatically generated when the user opens an e-mail.

28. The method according to claim 22, further comprising: when a receiving system is idle, accepting transmission of unrequested continuous media messages at the system.

29. The method according to claim 22, further comprising: providing a screen saver mode that accepts transmission of unrequested continuous media at a system when the system is idle for a predetermined period of time.

30. A modular software system for video messaging wherein invocation of appropriate modules allows the system to perform a variety of video messaging functions comprising:

- 5 a scalable navigation control manager; and
 one or more functional modules, each performing separable messaging functions.

31. The system of claim 30, wherein said one or more
10 function modules are selected from the group consisting of:

- a capturing manager;
 a rendering manager;
 a streaming publishing manager;
 a distributed streaming media manager;
15 a video phone control manager; and
 an unattended streaming advertisement manager.

32. The system of claim 30, wherein said one or more
function modules provide the functions of:

- 20 originating and sending a video message;
 browsing and viewing a stored video message;
 publishing a message including video content; and
 conducting a two way video conference.

25 33. The system of claim 30, wherein said scalable navigation control manager includes control logic for interfacing with any of said additional modules.

34. The system of claim 30, wherein said scalable navigation
30 control manager is able to interface with one or more presentation devices.

35. The system of claim 34, wherein said presentation devices include a video phone.

36. The system of claim 34, wherein said presentation devices
5 include video email.

37. The system of claim 34, wherein said presentation devices include internet TV.

10 38. A method of operation of a streaming publishing manager comprising:

determining available bandwidth to streaming sources via measurement of round-trip statistics and from available bandwidth determining an achievable streaming bandwidth;

15 determining a write-penalty for a server;

selecting a minimum of achievable streaming bandwidth and write-penalty to be the upload streaming bandwidth;

connecting to a server and setting information for to-be-uploaded object;

20 sending object information to said server; and
uploading media object.

39. A computer readable storage device embodying a program of instructions executable by a computer to perform a method allowing transfer
25 of an addressed message with associated continuous media content from a sender to a receiver, said method comprising:

accepting, from the sender, the associated continuous media at a server;

storing the associated continuous media at the server;

30 providing a reference of said stored associated continuous media content for inclusion in the addressed message;

sending the addressed message from the sender to the receiver;
registering a request from said receiver to access said stored
associated continuous media content; and
streaming said stored associated continuous media content to said
5 receiver.

40. The method according to claim 39, further comprising:
publishing said stored associated continuous media content as a
web page.

10 41. The method according to claim 39 wherein said streaming
further comprises:

determining a desirable format for transmitting said stored
associated continuous media content to the receiver; and
15 streaming said stored associated continuous media content to said
receiver in said desired format.

42. The method according to claim 39, wherein said method
enables messaging between senders and receivers with limited pre-installed
20 messaging hardware.

43. A method for transmitting a program of instructions
executable by a computer to perform a process allowing transfer of an addressed
message with associated continuous media content from a sender to a receiver,
25 said method comprising:

causing the transmission to a client device a program of
instructions, thereby enabling the client device to perform, by means of such
program, the following process:

accepting, from the sender, the associated continuous media at a server;

storing the associated continuous media at the server;

5 providing a reference of said stored associated continuous media content for inclusion in the addressed message;

sending the addressed message from the sender to the receiver;

registering a request from said receiver to access said stored associated continuous media content; and

10 streaming said stored associated continuous media content to said receiver.

44. The process according to claim 43, further comprising:

15 publishing said stored associated continuous media content as a web page.

45. The process according to claim 43, wherein said streaming further comprises:

20 determining a desirable format for transmitting said stored associated continuous media content to the receiver; and

streaming said stored associated continuous media content to said receiver in said desired format.

25 46. The process according to claim 43, wherein said method enables messaging between senders and receivers with limited pre-installed messaging hardware.

30 47. A computer readable storage device embodying a program of instructions executable by a computer to perform a method allowing a user to create and publish a multimedia message, said method comprising:

providing a set of guided control options allowing a user to
 configure settings for one or more of a plurality of supported applications;
 allowing a user to indicate a desired application; and
 utilizing said desired application for a process comprising:

5 capturing of a multimedia message from the user;
 storing said multimedia message;
 allowing the user to enter e-mail text to create a text
 portion of the message; and
 attaching an access for said multimedia message to said e-

10 mail text.

48. The method of claim 47, wherein said plurality of
 supported applications include video mail and video phone.

15 49. The method according to claim 47, further comprising:
 publishing said multimedia content to a web server.

50. A method for transmitting a program of instructions
 executable by a computer to perform a process method allowing a user to create
 20 and publish a multimedia message, said method comprising:

 causing the transmission to a client device a program of
 instructions, thereby enabling the client device to perform, by means of such
 program, the following process:

 providing a set of guided control options allowing a user
 25 to configure settings for one or more of a plurality of supported
 applications;

 allowing a user to indicate a desired application; and
 utilizing said desired application for a process comprising:

30 capturing of a multimedia message from the user;
 storing said multimedia message;
 allowing the user to enter e-mail text to create a
 text portion of the message; and

attaching an access for said multimedia message to
said e-mail text.

51. The process of claim 50, wherein said plurality of
5 supported applications include video mail and video phone.

52. The process according to claim 50 further comprising:
publishing said multimedia content to a web server.

10 53. A computer readable storage device embodying a program
of instructions executable by a computer to perform a method allowing a user to
access multimedia messages, said method comprising:
providing a set of guided control options allowing a user to
configure settings for one or more of a plurality of supported applications;
15 allowing the user to indicate a desired application;
utilizing said desired application for a process comprising:
providing an interface allowing a user to available media
objects browse with the desired application; and
using a universal audio/video rendering manager to render
20 the data to one or more of a plurality of output devices.

54. The method according to claim 53 wherein one or more of
said available media objects are stored on a remote server.

25 55. The method according to claim 53, wherein said interface is
a standard e-mail access interface and a request to access a remote streaming
media object is automatically generated when the user opens an e-mail.

56. A method for transmitting a program of instructions executable by a computer to perform a process method allowing a user to access multimedia messages, said method comprising:

causing the transmission to a client device a program of instructions, thereby enabling the client device to perform, by means of such program, the following process:

providing a set of guided control options allowing a user to configure settings for one or more of a plurality of supported applications;

allowing the user to indicate a desired application;

utilizing said desired application for a process comprising:

providing an interface allowing a user to available media objects browse with the desired application; and

using a universal audio/video rendering manager to render the data to one or more of a plurality of output devices.

57. The method according to claim 56, wherein one or more of said available media objects are stored on a remote server.

58. The method according to claim 56, wherein said interface is a standard e-mail access interface and a request to access a remote streaming media object is automatically generated when the user opens an e-mail.